

## 1.Mapping of Individual Performance

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<b>Game Development</b>	Game Logic & Manager	UI & Navigation	Card & Matching Logic	Assets & Content
<b>Requirements Doc</b>	Product Vision/ Goals,	Personas, Quantity Structure	User Stories, Use Cases, Use case diagram	Dictionary/Glossary
<b>Architecture Doc</b>	Functional /Non Functional Reqs, Prioritization	Design principles, interfaces, Design alternatives	System Architecture, Interaction Modelling, decomposition	Cross cutting concerns, style guide
<b>Test Doc</b>	Test protocol	Test planning, Review	Test Specification like test cases	Improvement Suggestions
<b>Acceptance Doc</b>	SUT description	Submission of Acceptance report	BZA Provision for acceptance	
<b>Project Doc</b>	Lesson Learned	Project Approach/ Lesson Learned	Lesson Learned	Lesson Learned
<b>User Doc</b>		Troubleshooting, Purpose, scope	System Requirement and installation	User Review